

Amendments to the Specification

Please replace the paragraph that begins on Page 1, line 6 and carries over to Page 2, line 1 with the following marked-up replacement paragraph:

a1 -- The present invention is related to U. S. Patent _____, titled "Caching Dynamic Content" (serial number 09/518,474), which was filed on 03/03/2000; U. S. Patent 6,505,200, titled "Application-Independent Data Synchronization Technique" (serial number 09/_____); filed number 09/611,030, filed concurrently herewith; and U. S. Patent 6,665,867, titled Patent _____, titled "Self-Propagating Software Objects and Applications" (serial number 09/610,513), also number 09/_____), also filed concurrently herewith. These related inventions are all commonly assigned to International Business Machines Corporation (IBM), and are hereby incorporated herein by reference. --

Please replace the paragraph that begins on Page 6, line 11 and carries over to Page 7, line 10 with the following marked-up replacement paragraph:

a2 -- Furthermore, there may be repeated requests for retrieval of the same information. If repetitively requested information tends to be somewhat static in nature, it is an inefficient waste of system resources to interact with the back-end system each time it is requested, only to retrieve the same result that was obtained with a prior request. In addition, an application program may generate updates to a back-end data store which are not time-critical. An example of this type of application is one that generates low-priority processing requests such as daily purchase orders, where it might not be necessary to process the orders immediately: rather, delayed execution could process the orders and send confirmation messages to the initiators. Many other examples

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of applications which generate updates that do not require immediate, real-time processing exist. For such applications, it may be preferable for the updates to be accumulated over time and processed when the receiving computing system is lightly loaded, enabling the system's scarce resources to yield to higher-priority tasks in the interim. The prior art does not provide general solutions for optimizing resource utilizations in this manner. Instead, a developer must manually code logic to optimize resource usage, in view of the needs of a particular application, leading to complex (and therefore error-prone) programming requirements. The related U. S. Patent _____ titled "Caching Dynamic Content" (serial number 09/518,474, referred to hereinafter as the "first related invention") defines a technique for caching objects (which may be JavaBeans) to avoid the system overhead of repetitive retrieval of information which has not changed. While the technique disclosed therein provides an efficient way to deal with read access to objects, it does not address write access. —

Please replace the paragraph on Page 18, lines 4 - 20 with the following marked-up replacement paragraph:

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-- The requesting and responding devices which make use of the present invention, when connected, may use a "wireline" connection or a "wireless" connection. Wireline connections are those that use physical media such as cables and telephone lines, whereas wireless connections use media such as satellite links, radio frequency waves, and infrared waves. Many connection techniques can be used with these various media, such as: using the computer's modem to establish a connection over a telephone line; using a LAN card such as Token Ring or Ethernet; using a cellular modem to establish a wireless connection; etc. The requesting computer may be

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any type of computer processor, including laptop, handheld or mobile computers; vehicle-mounted devices; desktop computers; mainframe computers; etc., having processing and communication capabilities. The responding computer, similarly, can be one of any number of different types of computer which have processing and communication capabilities. These techniques are well known in the art, and the hardware devices and software which enable their use are readily available. (The requesting computer is referred to alternatively herein as the "requester" or "client" for ease of reference, although the requester may be a server machine operating as a client for a particular request/response scenario, and/or may alternatively be operating in a peer-to-peer or other network model. The responding computer is referred to alternatively herein as the "requester" or the "responder" or the "server", for ease of reference.)

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